

LISTING OF CLAIMS

1. – 37. (Canceled).

38. (Previously Presented) A computer system, comprising:

 a local area network (LAN);

 a plurality of computers without on-board user interface controllers, each of the computers comprising at least one central processing unit (CPU) and a LAN interface, the LAN interface being coupled to communicate over the LAN;

 a console comprising a user input device and a user output device, said console being coupled to communicate over the LAN such that the console conveys an input received via the user input device over the LAN to each of the computers and to receive an output generated by each of the computers over the LAN for display using the user output device; and

 an input/output (I/O) device, coupled to the LAN,

 wherein the plurality of computers and the console are arranged to communicate over the LAN by transmitting Layer 2 data frames,

 wherein the plurality of computers and the console are arranged to convey the input and the output by tunneling over Layer 2 on the LAN,

 wherein the plurality of computers and the console are arranged to encapsulate the input and output in Internet Protocol (IP) packets for transmission over the LAN,

 wherein the plurality of computers and the console are arranged to encapsulate the input and output using an application-layer protocol,

wherein the plurality of computers are arranged to transmit I/O commands over the LAN to the I/O device and comprise no on-board I/O device controllers,

wherein each of the computers further comprises an emulation processor, said emulation processor coupled to trap the I/O commands from the at least one CPU while emulating the I/O device, and to encapsulate the I/O commands in data frames for transmission over the LAN to the I/O device such that the I/O device is caused to fulfill the commands,

wherein the emulation processor is arranged to encapsulate the I/O commands in Ethernet frames,

wherein the emulation processor is arranged to encapsulate the I/O commands in Internet Protocol (IP) packets, and

wherein the emulation processor is arranged to encapsulate the I/O commands using an application-layer protocol.